CASE PROGRAM – MESSAGE PASSING

package messagepassing

import case.lang.System

namespace MessagePassing {

String->Object->Main

#public class Program

[public Program(String [] args)

[EntityPool Pool = EntityPool.getEntityPool]

assert(Pool) //asserts that Pool exists and has a value

Stream (n) String //intialize a message

Foodname ( n ) String //initialize foodname

[Foodname:FoodsDone] //send a message to FoodsDone Function

]

[public FoodsDone(String foodname)

//pass foodname to a function via messaging

// FoodUp the destination

//passes servefood() funtion to FoodUp

[servefood():FoodUp]

]

[public void FoodUp(function servefood)

servefood()

atom String FoodName = Pool.stream(n).get(“FoodName”)

System.out.println(@texts:“Food:” ( c ) FoodName)

//terminates message recception

]

[public void servefood()]

System.out.println(@texts:“Food ” ( c ) “is up”)

]

#end class

}